

## CLAIMS:

1. A method of storing new content items (5) in a memory unit (12) of a user device (1) capable of rendering said content items, the memory unit containing old content items, the method comprising the steps of:

- marking any old content items which may be deleted,
- 5 - determining a storage space required for each new content item to be stored, and
- deleting a marked content item only when necessary to release storage space for storing a new content item, so as to fill the memory unit substantially to capacity.

10 2. The method according to claim 1, wherein only as many marked content items are deleted as is necessary to store one new content item.

3. The method according to claim 1 or 2, wherein the new content items to be stored are comprised in a first list (8), said first list preferably being compiled by a user.

15 4. The method according to claim 3, wherein the first list (8) is uploaded to a server (2) for selecting the new contents items to be downloaded.

5. The method according to any of the preceding claims, wherein the new content 20 items to be stored are downloaded from a server (2).

6. The method according to any of the preceding claims, wherein the marked old content items are comprised in a second list (9), which second list is preferably stored in the user device (1).

25 7. The method according to any of the preceding claims, wherein each content item (5) comprises a piece of music and/or a video clip.

8. A software program executable on a processor for carrying out the method according to any of the preceding claims.

9. A data carrier comprising the software program according to claim 8.

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10. A user device (1) for rendering content items (5), the device comprising a memory unit (12) for storing content items, rendering means (13, 14) for rendering said stored content items, and processor means (11) for selectively storing new content items in the memory unit containing old content items, the processor being arranged for:

10 - marking any old content items which may be deleted,  
- determining a storage space required for each new content item to be stored,  
and  
- deleting a marked content item only when necessary to release storage space for storing a new content item, so as to fill the memory unit (12) substantially to capacity.

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11. A system (100) for transferring content items, the system comprising a server (2) for storing content items, at least one user device (1) according to claim 10, and transfer means (3) for transferring content items from the server to the user device.

20 12. The system according to claim 11, wherein the transfer means (3) comprise the Internet.